Drakengard®

MATURE 17+

CONTENT RATED BY ESRB

SQUARE ENIX™

UBISOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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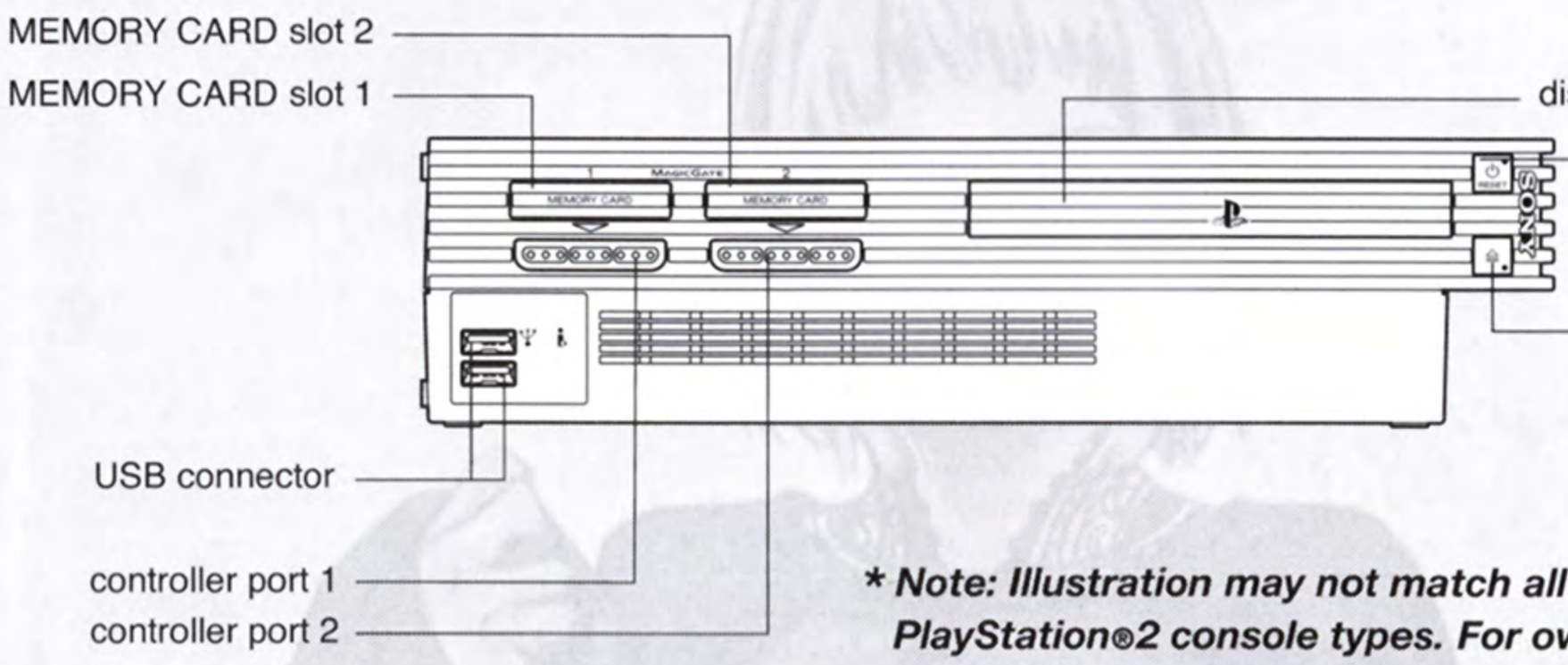
GETTING STARTED*



Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Drakengard® 2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select a button, go to the next screen, or change the current option.
- Within the submenu, press the △ button to return to the previous screen.

Gameplay Controls

These are the basic commands for the default controller configuration (controller setting 1).

Ground-Battle and Air-to-Ground-Battle Controls

L2 button:

Defend/Perform mid-air recovery/Reset camera

Target closest enemy (hold down)

On dragon – Hover

R2 button:

Display Grand Wheel

On dragon – Use item (after selecting item, press the ⊗ button to use)

L1 button:

Slide left (L1 button + R1 button to backflip)

On dragon – Slide left (L1 button + R1 button to turn 180°)

R1 button:

Slide right

On dragon – Slide right

SELECT button:

Mount/Dismount dragon (Nowe only)

START button:

Display menu

directional buttons:

Move cursor (also possible using left analog stick)

left analog stick/L3 button:

Move character/Toggle enemy HP display

On dragon – Move dragon

analog mode button:

Not used

Mode indicator:

Always on

right analog stick/R3 button:

Move camera/Toggle map display

△ **button:**

Special attack (Upward Slash)

On dragon – Target nearest enemy

○ **button:**

Use magic

On dragon – Perform Dragon Overdrive

⊗ **button:**

Jump

(Aerial Slash – □ button while jumping)

(Helmet Splitter – △ button while jumping)

On dragon – Accelerate

□ **button:**

Attack

On dragon – Breathe Fireball (hold down to lock on to multiple enemies, then release to fire multiple fireballs)

Other Commands

While holding down the L2 button to guard, the □ button can be pressed to knock an attacking enemy off balance, if timed right.

Aerial Battle Controls

L2 button:

Hover/Automatically face current target

L1 button:

Slide left

(L1 button + R1 button to turn 180°)

R2 button:

Display Grand Wheel (after selecting item, press the ⊗ button to use)

R1 button:

Slide right

SELECT button:

Not used

START button:

Display menu

directional buttons:

Move cursor (also possible using left analog stick)

left analog stick/L3 button:

Move dragon/Toggle enemy Hit Points display

analog mode button:

Not used

Mode indicator:

Always on

right analog stick/R3 button:

Move camera/Toggle map display

△ **button:**

Select target

○ **button:**

Special Breath Attack (see the Three Types of Attack section for more details)

⊗ **button:**

Accelerate

□ **button**

Breathe Fireball/Lock On (for more information about locking on see page 18)

NOTE: This game may be incompatible with controllers other than the DUALSHOCK®2 analog controller.

INTRODUCTION

Prologue

In the distant past, there was an age when power dictated all.

The battle that raged between the Union and the Empire over the Seals was of unparalleled fierceness and almost led to the destruction of that peaceful world.

There was a warrior among the soldiers of the Union whose name was Caim. He was in dire need of power in order to protect his sister, who had been proclaimed "Goddess," symbol of the Seals.

In the midst of battle, he came across the Red Dragon Angelus, who had been captured by the Empire. Recognizing the same need in each other, the souls of the two were joined in a Pact. From that point on, Caim and Angelus fought tirelessly to protect the Goddess Furiae. But in spite of their valiant efforts, the Final Seal was broken, and the destruction of the world began.

The cause of this destruction was a six-year-old girl. Starved of her mother's love, she was a sorrowful child who had only the gods to cling to. Her name was Manah.

After countless battles, and the loss of countless lives, the final battle ended. But in order for the world to rest safely, the creation of new Seals was necessary. The Red Dragon, finally aware of the depths of the human heart thanks to her association with Caim, gave up her body as a sacrifice to the new Seals, and the world once again became peaceful.

Having lost Angelus, who was by now a part of his very soul, Caim shed his first tears...

Eighteen years have since passed...

Verdelet, hero of the past wars, created the Knights of the Seal in order to ensure that Angelus' Seal would never be broken.

Among their ranks has appeared another dragon knight.

Raised by a dragon, the youth understands their language, and even flies with one.

His name is Nowe.

He joined the Knights of the Seal with Legna, the dragon who raised and protected him, this peculiarity earning him the nickname "Dragon Boy."

But Nowe's life will change irrevocably when he meets a certain young woman – a girl by the name of Manah...

CHARACTERS

Nowe – A young member of the Knights of the Seal, Nowe can speak the language of dragons, and travels with the dragon Legna. He was christened "the Savior" by the Hierarch Seere. He is a very sensitive youth with a highly developed sense of justice. He thinks of Legna as his father and, because of his upbringing, tends not to open up to people easily.

Manah – Eighteen years ago, she brought about the crisis that nearly destroyed the world. She now spends her days trying to rescue the weak from the clutches of the Knights of the Seal, who drain these poor souls in order to sustain the Seals. The people of the districts surrounding the Seals know her as "Lady Manah."

Legna – The guardian who raised Nowe, he lives with his charge at the headquarters of the Knights of the Seal. He will deal with no human other than Nowe, and his dragon-born pride is unrelenting. He speaks to Nowe as a father would, and can at times say more than is necessary.

Eris – A female member of the Knights of the Seal, Eris was raised by the Knights from an early age, and her natural talent and indomitability have allowed her to realize her potential very quickly, gaining promotion after promotion at a younger age than any before her. She is an old friend of Nowe's, and they were both tutored by the same knight.

Urick – A masked man who lives a life haunted by the curse of death. Three years ago, after a tragic incident, he made a pact with the Reaper, although the price he paid for this pact is unknown. At first glance he appears to be a carefree, lively man who could never bear a grudge. However, on rare occasions, his true voice slips through…

Zhangpo – Guardian of the District of Soul Flame and pact partner of Ifrit, Zhangpo was weak from childhood and prayed fervently that he would one day grow up to be strong. To this end, he focused all his attention on eating as much as possible, but the price of his pact was his appetite. He is a selfish and childish man.

Hanch – Guardian of the District of Hallowed Water and pact partner of Kelpie. As a child, Hanch was adored by all and known as "Sunsmile," but she fell in a lake whilst playing in a boat, and was offered a pact by Kelpie in order to save her life. The pact price was her allure, and to this day no human will voluntarily approach her.

Yaha – Guardian of the District of Precious Light and pact partner of the earth spirit Gnome. Although a man, Yaha is beautiful as a woman. After making his pact with Gnome, his good looks grew even more striking, to the point where those who looked upon him lost the ability to think rationally. But the price of this pact was his ability to feel pleasure…

STARTING THE GAME

Press the START button on the title screen to access the Start menu:

- **New Game:** Start a game from the very beginning. When this option is selected, you must choose a difficulty level before the opening movie plays and the game begins. Bear in mind that once a difficulty level is selected, you cannot change it during the game.
- **Load Game:** Play a game from previously saved data. Select a save from one of the three available data slots to begin play again from the point at which the game was saved.

Note: When there is a memory card (8MB)(for PlayStation®2) containing system data inserted in MEMORY CARD slot 1, the system data (containing game options and other unlockable extras) will be automatically loaded during boot-up.

Saving Data

You can save your game from three places within the game: the Junction screen, the Mission Complete screen, and when you move from a village to the World Map. You can create up to three separate save files. If you attempt to save data in a slot that already contains previously saved data, you will be asked if you wish to overwrite it.

Options

This screen allows you to adjust various game features, and is exactly the same as the Options menu accessible from the Junction screen. The options are as follows:

- **Vibration**: Turn vibration on or off.
- **Blood**: Turn blood effects on or off.
- **Subtitles**: Turn subtitles on or off.
- **Sound**: Select mono or stereo sound.
- **Music**: Set in-game music volume, including movie SFX and voice track. Levels 0–10.
- **Sound Effects/Voice Volume**: Set in-game sound effects and voice volumes, not including in-movie SFX and voice track. Levels 0–10.
- **Enemy Damage Gauge**: Turn enemy gauges and experience point displays on or off.
- **Enemy Hit Points**: Set display type for enemy Hit Points.
  - **On**: Always on.
  - **Off**: Always hidden.
  - **Switch**: Toggle with L3 button.
- **Ground Camera Type**: Set camera movement.
  - **Normal**: Opposite direction of the right analog stick.
  - **Inverted**: Same direction as the right analog stick.
- **Ground Camera Auto-Reset**: Toggle automatic camera centering on or off.
- **Aerial Camera Assistance**: Adjust aerial camera assistance level. Higher levels adjust the camera to keep targeted enemies in view. Levels 0–3.

- **Aerial movement**: Set dragon's vertical control.
  - **Normal**: Same direction as the left analog stick.
  - **Inverted**: Opposite direction of the left analog stick.
- **Language**: Select game language.
- **Button Configuration**: Change button assignments.
- **Brightness**: Adjust screen brightness.
- **Screen Adjust**: Adjust position of on-screen display.
- **Default**: Restore all settings to defaults, excluding button configuration.
- **Load Settings**: Load option settings.
- **Exit**: Return to previous screen. When you exit the Options menu, you will be asked whether or not you wish to save your options.

GAME FLOW

Choose a destination from the World Map and advance the story by completing the missions you find there. Below you will find a basic description of the flow of gameplay.

Decide Destination on World Map

On the World Map you can see new destinations, Free Expeditions, and villages. Move the cursor to your desired location and press the ⊗ button to move there. You can get details of a location by moving the cursor over it and pressing the □ button.

Getting Ready Before a Mission

The Junction screen appears before every mission and allows you to prepare for your upcoming battle. From here you can choose which weapons you want to equip on the Grand Wheel, change options, and save your game before beginning a mission.

The Mission Begins

Once Start Mission is selected from the Junction screen, an event scene or Full Motion Video (FMV) will play, setting the background for the mission and explaining your objectives. Depending on the mission, there could be any number of objectives. Examples of objectives include "defeat all enemies" or "go to location X."

You can check your current objectives during a mission by pressing the START button to access the Battle menu.

Battle (Ground Battles and Aerial Battles)

There are essentially two types of battle: ground battles, in which you face the enemy head-on (these include battles where Legna helps you take on ground-based enemies), and aerial battles, in which you control the dragon as he takes on enemies in the sky.

Mission Clearance Conditions

The conditions for clearing a level depend on the mission, but usually involve defeating specific targets, getting items from treasure chests that appear when enemies are defeated, or reaching certain points on the map.

Mission Results

Once a mission is over, the Mission Clear screen appears. This screen shows you the number of enemies defeated, the time taken to clear the mission, any weapons found during the mission, and any new party members who have joined in the process.

New Destinations Appear on the World Map

After certain missions, new destinations will appear on the World Map, opening up new Free Expeditions, villages, and destinations that will advance the story. See the Free Expeditions and Villages sections for more information.

Game Over and Experience Points

When the character you are playing or the dragon is defeated, the Game Over screen appears. If you choose to continue, you will retain the Experience Points you earned before dying, but if you choose to exit, these points will be lost.

BATTLE PREPARATION

Once you have selected a destination from the World Map, the Junction screen will appear, where you can prepare for battle. The Junction screen offers various options:

- **Start Mission**: Begin the mission.
- **Equip Weapons**: Place any weapons, items, or accessories you have on the Grand Wheel, ready to be used in battle.
- **Return to World Map**: Exit the mission and return to the World Map.
- **Options**: Change game options (see Options section for more details).
- **Save**: Save your progress so far.

Using the Grand Wheel

If you hold down the R2 button during a mission, the Grand Wheel will appear. The Grand Wheel allows you to change characters and weapons and use items. You can move between the weapons and item sections of the Grand Wheel by using the left analog stick or the directional buttons. Items or weapons can be selected with the ⊗ button, and pressing the △ button will close the Grand Wheel.

EQUIPPING WEAPONS, ITEMS, AND ACCESSORIES

Equipping Weapons

After selecting Equip Weapons at the Junction screen, you can place any weapons you have found so far on the Grand Wheel, ready to be used in battle. On the Weapon Selection screen you can move the left analog stick or the left and right directional buttons to move between the different classes of weapon available, while up and down will cycle through the available weapons in the currently selected class. If you press the ⊗ button, the currently displayed weapon will be placed on the Grand Wheel.

You can view the details of a weapon by pressing the □ button. You will be given the option to look at available combos for that weapon, its abilities, and its history.

Equipping Items

After selecting Equip Weapons from the Junction screen, go to Equip Items. You will be able to place any items you have in your possession on the Grand Wheel. Select items with the left analog stick or the directional buttons, and equip them by pressing the ⊗ button.

Using Items

Items can be obtained in various ways, either through missions or from shops. They can be used during battle with various effects.

Example:

Recovery Powder: Recovery Powder can be used to recover a small amount of HP.

Equipping Accessories

After selecting Equip Weapons and then Equip Accessories from the Junction screen, you can equip any accessories you may have acquired and benefit from their effects. All accessories can be equipped by all characters, but you can only hold one at a time.

Using Accessories

When an accessory is equipped, it will have an effect on the character, such as increasing attack power or their number of Magic Points.

Example:

Power Ring: The Power Ring increases a character's equipped weapon's attack power by 10%.

WEAPONS

Every weapon has its own special combinations and magic attacks, and can be used only by certain characters.

The weapons you can equip are divided into five classes, and only certain characters can use each class of weapon. You can change characters in battle by opening the Grand Wheel and selecting a weapon particular to that character.

If you change to a rod, your character will change to Manah.

If you change to a sword or longsword, your character will change to Nowe.

If you change to a spear, your character will change to Eris.

If you change to an axe, your character will change to Urick.

As the story progresses, you will gain access to a whole host of different weapons. If the people who are able to use those weapons are part of your team and the weapons are placed on the Grand Wheel, you will be able to change to these characters at any time during battle.

Weapon Classes and Their Users

Class	User	Specialties/Traits
Sword/Longsword: The sword is an all-around weapon, effective in almost any situation. The Longsword has a wider range, but is slower as a result.	Nowe	Weak against undead.
Rod: The attack power of a rod is never very high, but most rods contain powerful magic.	Manah	Strong against magic users, but weak against monsters.
Spear: Spears have a wide range and can damage numerous enemies at once.	Eris	Strong against undead, but weak against single enemies.
Axe: Axes are slow but deal great damage and have good range.	Urick	Strong against monsters, but weak against magic users.

Note: When attacking an enemy a particular weapon is strong against, damage will be increased and displayed in red. On the other hand, if a weapon is weak against an enemy, the amount of damage inflicted is reduced and appears in blue. Damage that appears in yellow is normal-level damage.

Combinations

Every weapon has its own particular combos for you to use. During battle, hold down the R2 button and you will be shown the combinations available for your currently equipped weapon. If you press the buttons shown in the order they are displayed, you will perform the combo. Successful combos will often result in a particularly powerful finishing blow.

Weapon Magic

Every weapon contains magic of some kind, which can be released by pressing the ◎ button once you have gathered enough Magic Points. As the level of a weapon increases, so does the power of its magic, and the length of time you hold the ◎ button down for will determine the strength of the magic released.

Weapon Information

Weapon Picture: What the weapon looks like.

Weapon Level: The weapon's current level (max level is 4).

Name: Name of the weapon.

Magic: Name of the magic contained within the weapon.

Attack Power: Basic attack power of the weapon.

Guard Break: Ability of the weapon to break through an enemy's defense.

Range: Basic range of attack of the weapon.

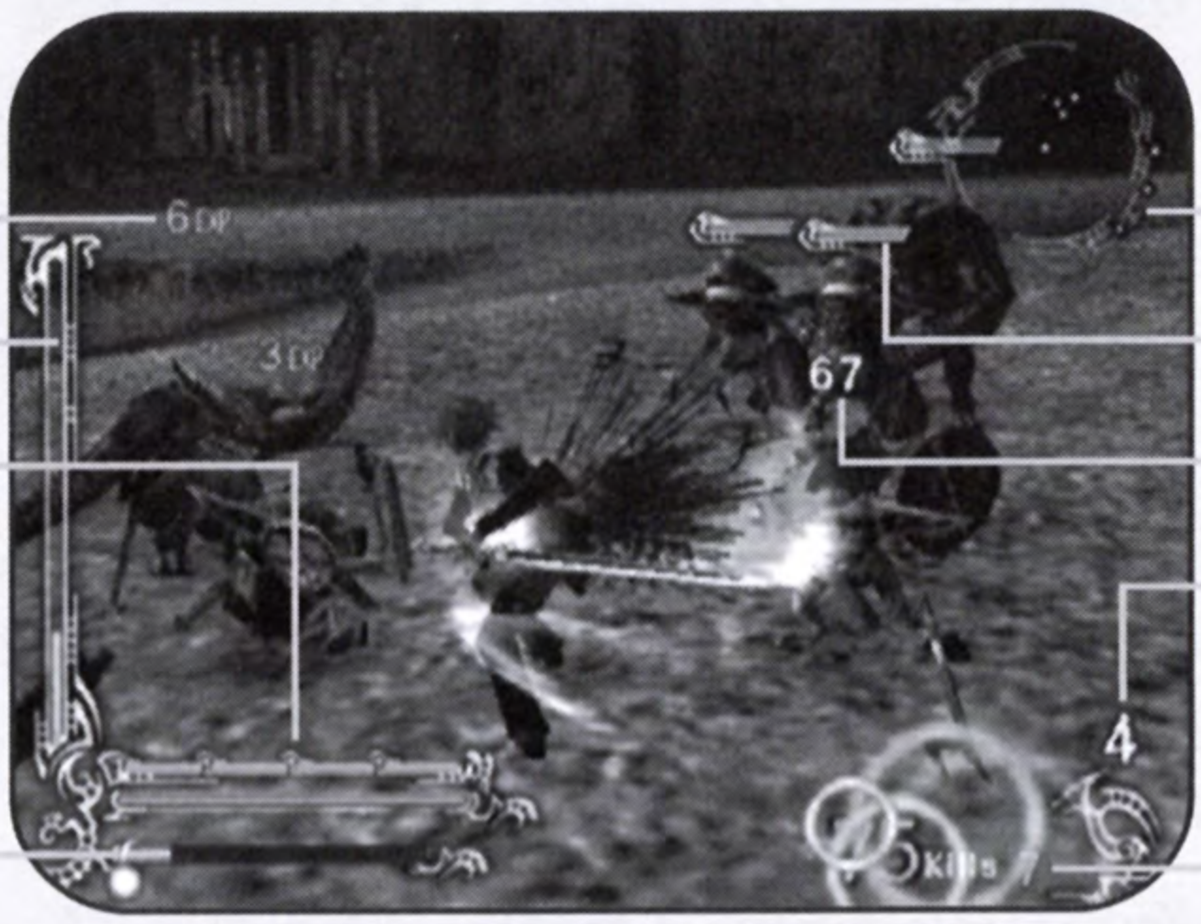
Experience: Shows how many of the required Experience Points have been collected toward the weapon's next level up.

Leveling Up Weapons

Every weapon gains Experience Points when it is used to defeat an enemy, and will eventually level up as a result. Every time a weapon levels up, the number of combos available for it increases, as does the power of its magic.

GROUND BATTLES

The basic rules of, and instructions for, ground-based combat are outlined below:



HP Gauge

Displays current number of character's HP (Health Points).

MP Gauge

Displays current number of character's MP (Magic Points).

The MP gauge shows you how many Magic Points you currently have stored up, and the Magic Level gauge displays the level of the magic that can currently be released. The upper limit of this level is dictated by the level of the currently equipped weapon.

Enemy HP Gauge

Shows an enemy's total and current Health Points.

Damage Inflicted

Shows the amount of damage inflicted on an enemy.

Map

Displays a map of the surrounding area (for more information, see page 19).

Chain Number

The Chain Number increases the more enemies you kill in quick succession.

Kill Counter

The Kill Counter displays the number of enemies you have killed so far on the current mission.

Experience Points Received

When an enemy is defeated, the number of Experience Points received is displayed on-screen.

Mission Gauge

A gauge that displays various information about mission progress:

Yellow Bar: Shows the number of enemies that must be defeated to complete the mission.

Red Bar: Shows the remaining HP of enemies during a boss battle.

Blue Bar: During missions with a time limit, displays the remaining time.

Coins

These can either be dropped by enemies or found inside treasure chests.

The Battle Menu

When the START button is pressed during a mission, the Battle menu is displayed. For more information, see page 20.

Changing Characters

By changing your currently equipped weapon, you can also change characters. Every character's HP and MP levels are different, allowing you to swap them tactically in and out to suit particular battles. There are also characters that regain HP and MP when they are not being used.

The Chain System

The more enemies you kill in quick succession, the higher the Chain Number will become. The higher this number becomes, the more likely you are to receive HP and MP orbs when enemies are defeated. You can also receive an experience bonus or an increase in attack speed for a high enough Chain Number. If your chain is broken however, the number drops back to zero.

HP Orb

An orb found on the battlefield that replenishes Health Points.

MP Orb

An orb found on the battlefield that replenishes Magic Points.

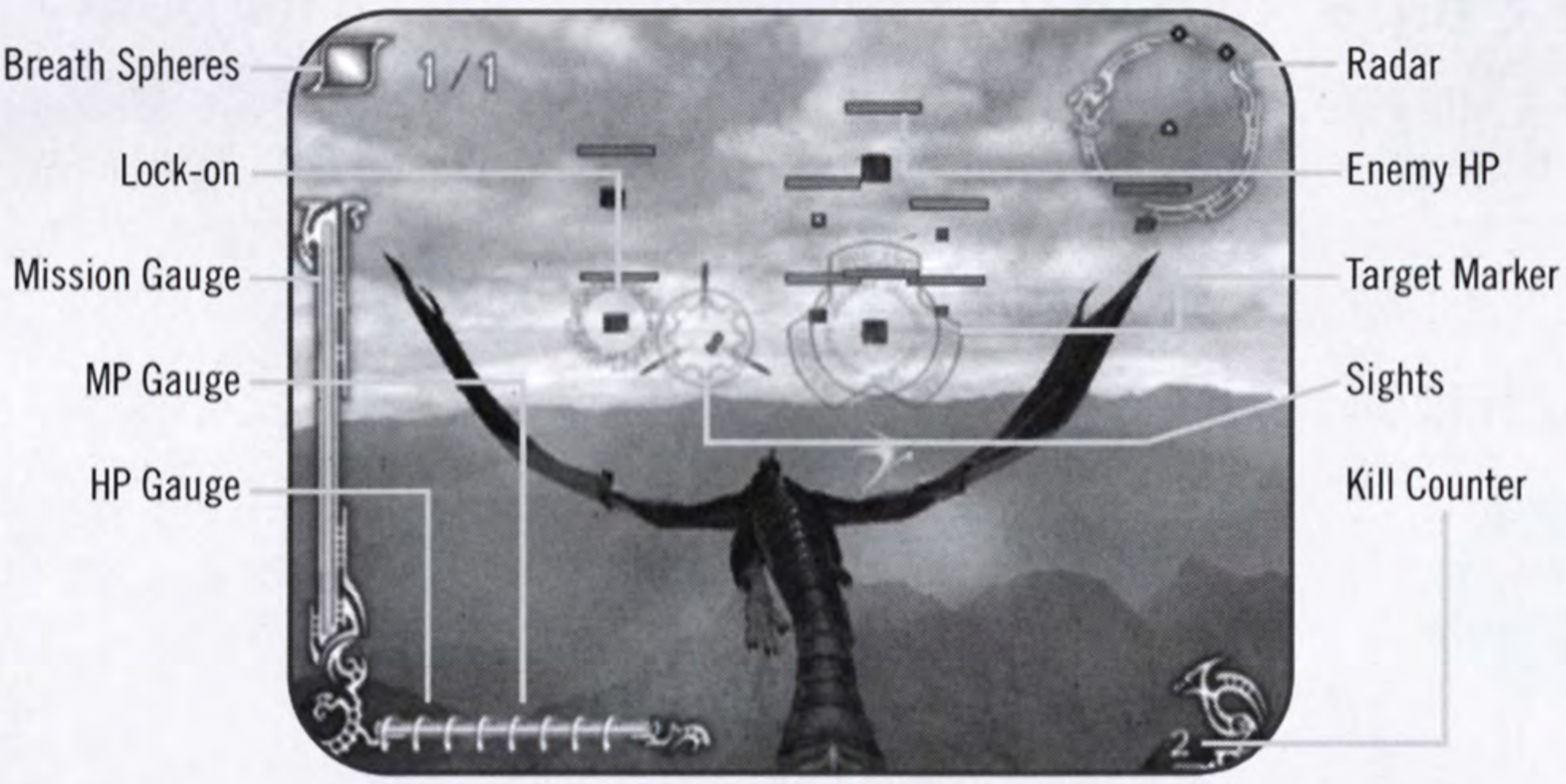
Tips for Ground Battles

Use Slides and Backflips, and Guard Effectively: If you wish to evade enemy attacks or put distance between yourself and an enemy, make good use of the L1 button and the R1 button, either pressing them individually to slide left or right, or both at the same time to backflip out of danger. Holding down the L2 button will also provide a defensive guard to fend off enemy attacks.

Use Upward Slash, Aerial Slash, and Helmet Splitter: The special attacks performed when the △ button is pressed are more powerful than normal attacks. The Upward Slash – performed when the △ button is pressed normally – throws an enemy into the air, where you can hit them again by jumping and pressing the □ button, allowing you two hits before the enemy has a chance to get back on his or her feet. You can also use the extremely powerful Helmet Splitter attack by pressing the △ button while in midair.

Use Unblockable Attacks: It is possible to continually attack a defending enemy until your attacks finally get through. The higher the Guard Break of your equipped weapon, the easier this is to achieve. This is useful knowledge when facing enemies with shields and high defense. Certain combos also end with unblockable attacks, so be sure to use these as well.

AERIAL BATTLES



In certain missions you will ride the skies on the back of the dragon Legna. Some of these will be air-to-ground missions, and others will take place high in the skies.

Air-to-Ground Missions

During these missions you can mount or dismount the dragon at any time by pressing the SELECT button, and simply use the dragon's powers to help you defeat ground-based enemies.

Aerial Missions

These missions involve traversing the skies on the dragon's back and taking on hosts of flying enemies. There are certain attacks and maneuvers that can only be performed in aerial missions.

Dragon Overdrive (Air-to-Ground Missions Only)

During air-to-ground missions it is possible to use MP you have built up to perform the dragon's special attack, the Dragon Overdrive, in place of normal weapon magic. Simply aim at some enemies on the ground while riding the dragon, and press the ○ button to unleash this power. As the dragon levels up, the number of Overdrives available will increase.

Changing the Overdrive

The length of time you hold the ○ button down for dictates the type of overdrive the dragon will perform. At first there will only be two types of overdrive available, but as the dragon levels up over the course of the game, you will gain access to more and more.

Three Types of Attack

- **Fireball:** Breathe a high-powered ball of unguided fire.
- **Lock-on Attack:** Breathe several smaller fireballs, attacking several enemies at once.
- **Special Breath Attacks:** When you pick up Breath Spheres, various Special Breath Attacks become available (not available in air-to-ground missions).

Breath Spheres

If you kill enemies with unguided fireballs instead of by locking on to them, there is a chance that a Breath Sphere will appear. The color of all Breath Spheres except white ones can be changed by hitting them with a fireball.

The Lock-on System

The Lock-on system allows the dragon to target and attack several enemies at once.

When enemies are too far away, the sights appear like this.

When you get close enough to lock on to enemies, the three red lines of the sights line up like this.

By holding down the □ button and moving the sights over multiple enemies, you can lock on to them. When you release the □ button, you will send a little fireball after every target you locked on to. The red balls surrounding the sights indicate the number of enemies that can be locked on to at one time. As Legna's level increases, the number of enemies you can lock on to will increase.

Tips for the Lock-on System

Lock-on to the Same Enemy Multiple Times: By locking on to one target several times, you can increase the amount of damage that will be dealt to it. This is a useful technique against enemies who are too quick to hit easily with unguided fireballs.

Use the □ Button to Increase Lock-on Range: If you press the □ button firmly, the distance you can lock on at will increase. If you need to lock on to very quick enemies, this can prove very useful.

THE RADAR

The radar and map appear at the top right of the screen. They show the location and rough number of enemies, and also allow you to see the location of specific targets. You can look at the map by accessing the Battle menu.

The Radar in Ground and Air-to-Ground Battles

Radar shows the following:

Targets (red)

Player Indicator (blue)

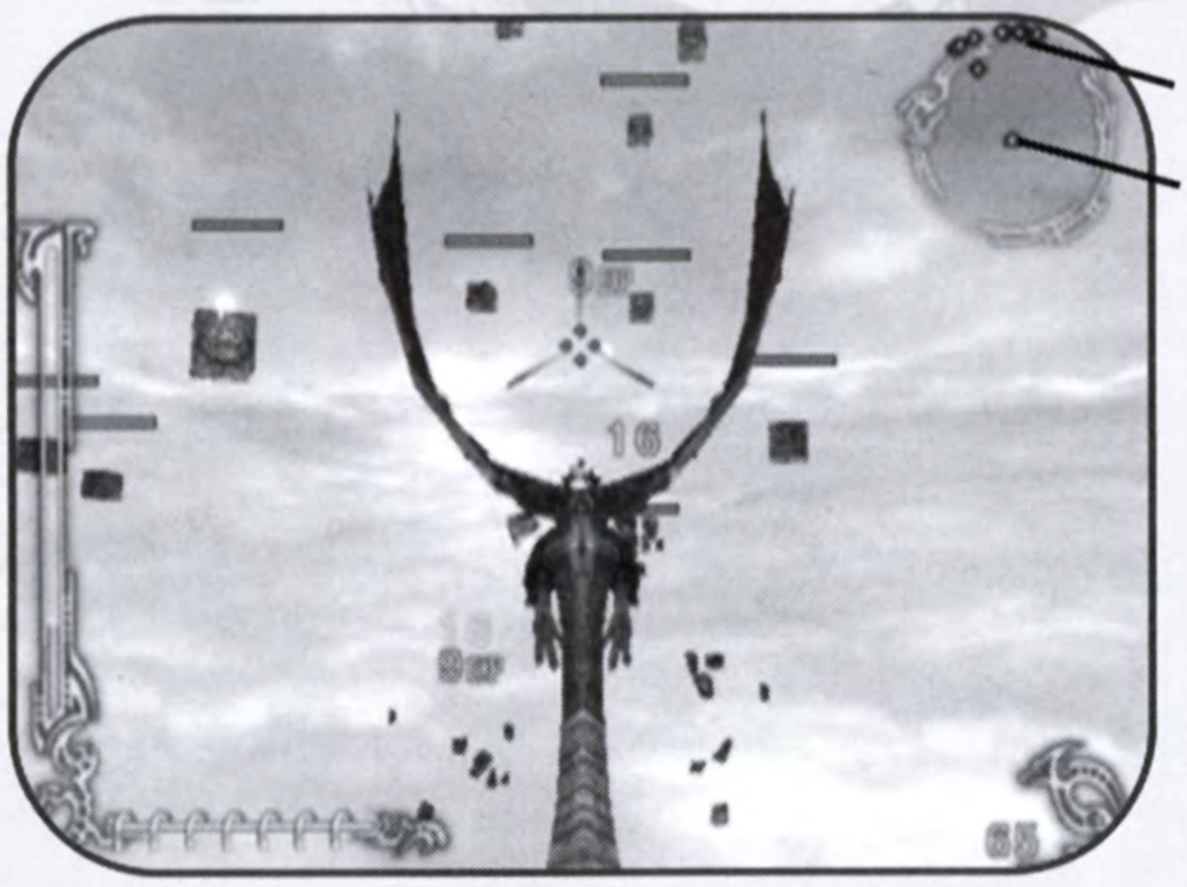
Enemies (red)

Allies (green)

Treasure Chest (not shown on radar, but appears on map)

In ground and ground-to-air battles, the R3 button changes the range of the map, and switches between map and radar.

The Radar in Aerial Battles



In aerial battles, the R3 button changes the range of the radar.

The Arrow

The white arrow that appears in front of the character in ground battles points the way to the next destination. The red arrow that appears in front of the dragon in aerial battles indicates the direction of targeted enemies.

THE BATTLE MENU

The Battle menu appears when the START button is pressed during a mission. You can view the map, change options, and check other information from the Battle menu. The four options you are offered are as follows:

- **Game:** Close the Battle menu and return to the game.
- **Mission:** Check mission map and objectives.
- **Status:** Check information about characters and weapons.

  Character:

  - **HP:** Character's current number of health points.
  - **STR:** Character's physical strength. Has an effect on attack power.
  - **DEF:** Character's level of natural Defense.
  - **INT:** Character's mental acuity. Affects magic casting.
  - **Accessory:** Currently equipped accessory.
  - **All Kills:** Total number of enemies killed in the game so far.
  - **Mission Kills:** Total number of enemies killed on current mission.
  - **Weapon Completion:** Percentage of all weapons currently in your possession.
  - **Gold:** Number of gold pieces currently held.

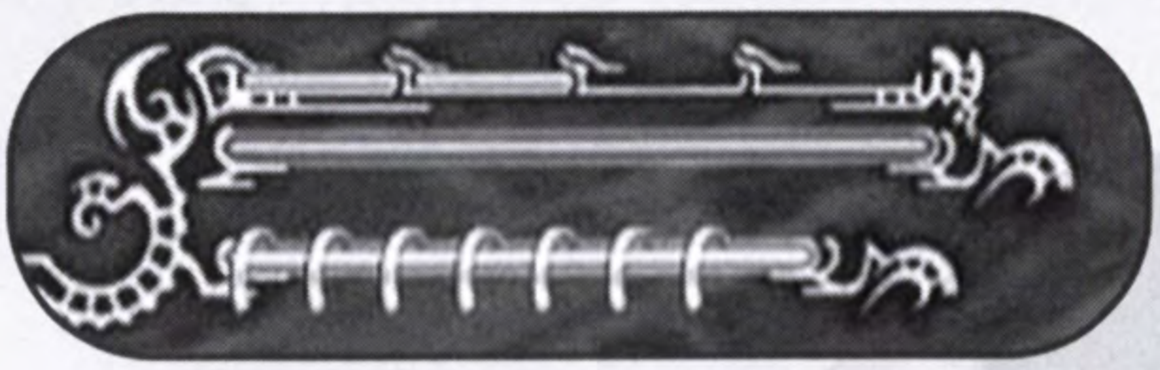
  Weapon: Shows weapons currently equipped on the Grand Wheel and the amount of experience needed for their next levels.

  Item: Shows items currently equipped on the Grand Wheel.

- **Exit Game:** Exit mission and return to the Junction screen. The game will not be saved when you do this, so be careful. When you choose to exit a mission, all experience and items gained on that mission will be lost. Experience points are only carried over when the player dies and selects Continue.

CHARACTER DEVELOPMENT

As you defeat enemies, you will receive more and more Experience Points. When you have accumulated enough, your level will increase, giving you more HP and increasing your other stats.



Only the character taking part in the current battle gains the Experience Points from kills made.

If you defeat enemies in quick succession, your Chain Number will increase, giving bonus multipliers to Experience Points received.

Dragon Experience and Growth

Instead of leveling up like the human characters as he gains more experience, Legna's physical form changes at set points in the story. As he develops, the number of enemies he can lock on to and the types of Dragon Overdrives he can perform will increase.

Dragon Growth

As the dragon develops, his attack power increases, as does the number of enemies he can lock on to. Also, newer types of Dragon Overdrive will become available to him.

Free Expeditions

In addition to the main story missions, optional Free Expeditions will become available on the World Map over the course of the game. As well as providing a break from the main game, these expeditions can be very useful for building experience.

Villages

A number of villages will also appear on the World Map as the game progresses. Not only are they useful places to gather information, but you can also buy weapons, items, and accessories in them, some of which cannot be found anywhere else. Be sure to visit villages between missions to stock up on items and gather intelligence.

NOTES

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Drakengard® 2

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